OCEAN BATTLE™

FIRE BUTTON

SUBMARINE 1

DESTROYER 1

MOVE LEFT

MOVE RIGHT

SUBMARINE 2

CRUISER CONTROL

DESTROYER 2

Game documentation for Palladium [Arcadia 2001] system.

THE SEABATTLE CARTRIDGE GAME INSTRUCTIONS

This SEABATTLE cartridge offers a colored multi-view game of battle at sea for 2 players. The game is selected through the push-button switches on the Video Computer Game Master Unit.

TO INSERT CARTRIDGE

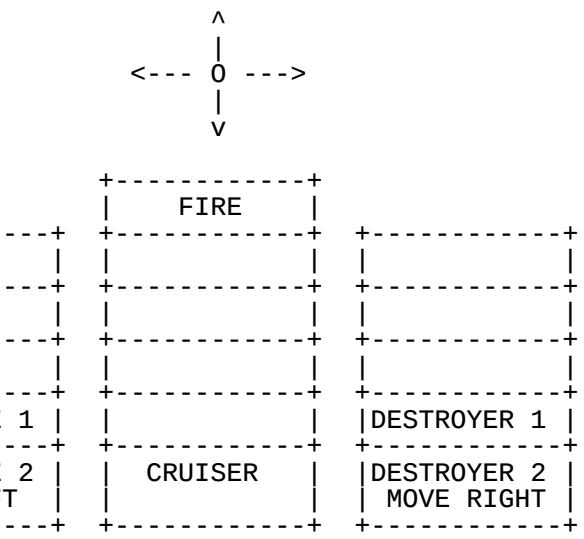
(1) Check to see that the power switch on the Master Unit is OFF.
(2) Hold the SEABATTLE cartridge so that the name on the end is towards you and reads right side up.
(3) Insert the cartridge CAREFULLY into the slot in the center of the Master Unit switch panel. Be sure the cartridge is firmly seated, but do not try to force it.

Important: To prolong the life of your Video Computer Game System and protect the electronic components, the console unit should be OFF when inserting or removing cartridge.

HOW TO USE CUSTOMIZED GAME OVERLAY

There are two customized game overlays with special keys' functions printed on the surface are supplied with the SEABATTLE cartridge. Player should place the overlay directly onto the remote controller keyboard and presses the relevant keys when playing the game.

Controller Action And Keyboard Layout



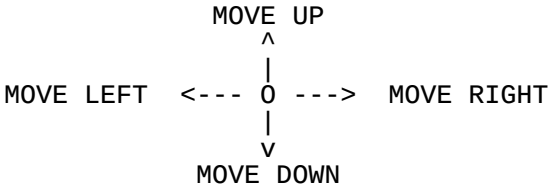
HOW TO PLAY SEABATTLE

(1) Insert the Seabattle cartridge on the Video Computer Game Master Unit.
(2) Place the customized game overlays onto the left and right controller keyboards respectively.
(3) Turn the Power Switch to ON position.
(4) Push RESET Switch.
(5) Push the START button to begin the game.

The picture will show a scene of a coast line map with 10 ships on the screen. Depending on when the START button is hit, the coast line map may be different.

Each player (left and right) controls a fleet of 5 ships (2 destroyers, 2 submarines and 1 cruiser). On the map, the types of ships cannot be distinguished. Each player can identify the ship he controlled by pressing the right key on the controller keyboard. e.g. the player presses SUBMARINE 1 key, submarine 1 identifies itself by changing color as long as the key is pressed. The player would know that is submarine 1. The opponent have no knowledge of what kind of ship it is. Each ship can be moved by pressing the corresponding key and directing the direction with the joystick. A ship cannot run into the coast line or another ship from the same fleet. Attempt to do so will cause an error sound.

The motion of ships as controlled by direction of joystick in the map screen.



STRATEGY

When a ship from the left fleet run into one from the right, a second scene is switched in. The ships will go into battle.

1. Battleship Vs. Battleship

   Cruiser has advantage over destroyer. Cruiser has longer firing range. Destroyer have shorter firing range. Cruiser can endure 16 shots before it is sunk, destroyer can take only 8. Motion of destroyer or Cruiser are controlled by the MOVE LEFT and MOVE RIGHT key. Fire is initiated from the FIRE key and direction is controlled by the joystick. Motion of cruiser and destroyer are limited to horizontal movement. Left ships can movedown 1 row by moving beyond the right limit, right ships can move up 1 row by moving beyond the left limit of each row. Two ships cannot by lined up in one row.

2. Submarine Vs. Submarine

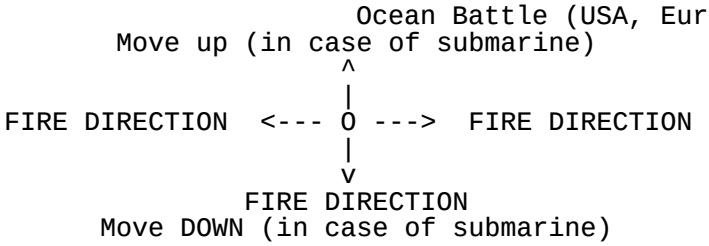
   Submarines battle beneath the surface, they can move up or down by control of joystick and left or right by pressing MOVE LEFT or MOVE RIGHT key. They are susceptible to torpedoes of the other submarine. It takes 1 torpedo to explode a submarine. Direction of the torpedoes are controlled by the joystick and firing is again initiated by the FIRE key.

3. Submarine Vs. Battleship

   A battleship may be a cruiser of a destroyer, a cruiser will explode upon hit by torpedo, but it takes 8 torpedoes to sink a destroyer. This would give submarine advantage over the cruiser but a disadvantage when battling a destroyer. The battleships can counterattack by firing depth charges, direction of each is designated by the joystick. It takes a depth charge to sink a submarine.

   The motion of battleships as controlled by direction of joystick control in the battle scene.

FIRE DIRECTION



Version 1.0 (June 5, 2002) - Re-typing by Adam Trionfo from
scanned instructions provided by Stefan to Ward Shrake.
Note: a few spelling errors from the original manual have been
corrected, but most spelling and grammar mistakes have been left
untouched (they have NOT been introduced in the re-typing
process); this adds to the "charm" of the original system manuals.